

week 11:	is wally under the sea? (Special Pack Programme)
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Wally has gone missing yet again and we need to try our best to find him (again!!) So let's go look under the sea ... While we are there why not have some fun with all the great fish and sea life?

Oh look there's King Neptune – are you dressed for the occasion?

Hold a parade so that the Cubs can show off their outfits.

Games:

1. **Active:** Which one is Wally?

One Cub is nominated to wear Wally's hat. A striped beanie (or similar) is placed on a Cub's head. The Cub must try and run around and not get caught. But during this time he/she quietly passes the beanie to someone else without letting the other Cubs know (if possible!!) ... so here the Cubs are chasing X while Y is wearing the cap.

2. **Wide:** Find King Neptune's missing trident

King Neptune has lost his trident. Cubs run around and see if they can be the first to find it. Neptune's trident can be anything from a cardboard cut-out of the real thing to a broomstick ... The trident must be hidden away beforehand.

3. **Team:** Octopus game

Divide the Cubs into pairs. Each pair stand back to back and link their elbows. On the whistle, Cubs must run around to a certain spot and return. Why not also try with four Cubs linking arms?

4. **Relay:** Fetch help (*Fetch and Carry*)

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5. **Relay:** Fishing for Wally

Find pictures of Wally and cut them up into about ten or twelve puzzle pieces. Attach a magnet/piece of lead or metal to each puzzle piece. Scatter them at one end of the playing area and the Cubs must line up in relay formation at the other end. One at a time, they run up to the designated spot in front of their Six, pick up a fishing rod with a magnet at the end of it and fish for a piece of Wally. Once all the pieces have been 'fished', sit in Sixes and put the puzzle together to find Wally.

There are many things we can look for and see on the beach when looking for Wally.

Sense training:

1. **Touch:** What is in the mud?

Place a number of items you may find on the beach – natural and unnatural – in containers of mud. The Cubs put their hands in the mud and must feel around to identify the items and later write them down. Have them move from container to container feeling what is inside. Have about three items per container. Items you may consider are:

Container 1 - shells, teaspoon, coin. Container 2 - bottle top, marble and necklace. Container 3 - screw, toothbrush, stone. Etc...

2. **Sight:** What can you see?

Have a 2 litre bottle filled with sea sand (or similar). In it put a number of sea related items. Cubs need to shake the bottle and remember what they have seen.

All Cubs know lots of stories about the seaside! They almost always include pirates ... do you think Wally may have sneaked aboard a pirates ship?

Yarn:

A Way Cool Pirate Yarn (interactive yarn – have props ready – Cubs to be blindfolded)

What is it about a pirate ship, I mean why do I find it so facinating?

I can picture myself on the deck with the sea spary (**water spray**) cooling my face. As I walk down the deck I can hear the water lapping the side of the ship (**water sound**). Out near the stern there is a man with a wooden leg (**thumping sound**). As I continue down the deck, I come across a heavy chain and wonder what it is for (**chain**). At the end is a heavy piece of iron. Then I realise that this is the anchor used for mooring the ship.

At the helm the captain is directing our course – “Man the sails” he cries as men grab the rigging (**rope**) and pull down to open the sails. What a sight it is, as the sails catch the wind and start to open (**sheets blowing in the wind**)!

The ship is swaying and as I make my way. Aft, the captains parrot, lands on my shoulder and brushes by my ear (**feather**). Not far from me, I spot the first mate, looking out to sea. “Where are we off to this time?” I ask. He turns to me with a glint in his eye. “It be treasure my lad.”

As we make our way over the blue ocean, it isn’t long before we hear the cry “Land ahoy!”. The captain lowers the long boats and we are making our way towards the small island.

As the boat hits the shore we all land head first on the beach (**hands in a box of sand**). We then start the long hike, with the captain and his map in the lead.

After a long hike the captain bellows “This is it! X marks the spot!” The men start handing out shovels (**pass a spade around the circle**) and the message is clear, it’s time to dig.

What hard work in the hot sun! Eventually there is a dull thud (**thudding sound**) of metal on wood. Everyone is excited as the first mate climbs into the hole and starts working around the edges of a large wooden box. He lifts and pulls until at last it is free. The captain takes out his pistol and shoots the locks (**shots sound**). He lifts the lid as we all strain to see what is inside ...

Treasure, gold doubloons – it’s all here and as we pass around the treasure (**coins in a bag**) I can’t help but think A pirate’s life for me!

For this story you will need :

- Water spray
- Sound of water splashing
- Wood on wood sound (wooden leg)
- Chain
- Rope
- Sheets
- Feather
- Sand in a container (5 litre ice cream container or similar)

- Spade
- Dull thumping sound
- Cap gun or similar sound (can use a balloon popping)
- Bag of coins

Ensure you have enough of the items so that the story flows – if you have a big pack, split the pack and have more than one Scouter involved to ensure the Cubs benefit and enjoy the story.

NB: This story was told at one of the bases at a Gauteng Regional Fun Day a few years ago and the Cubs loved it. Although we all received a copy, the author is unknown!

Time for some seaside fun.

Craft/Activity:

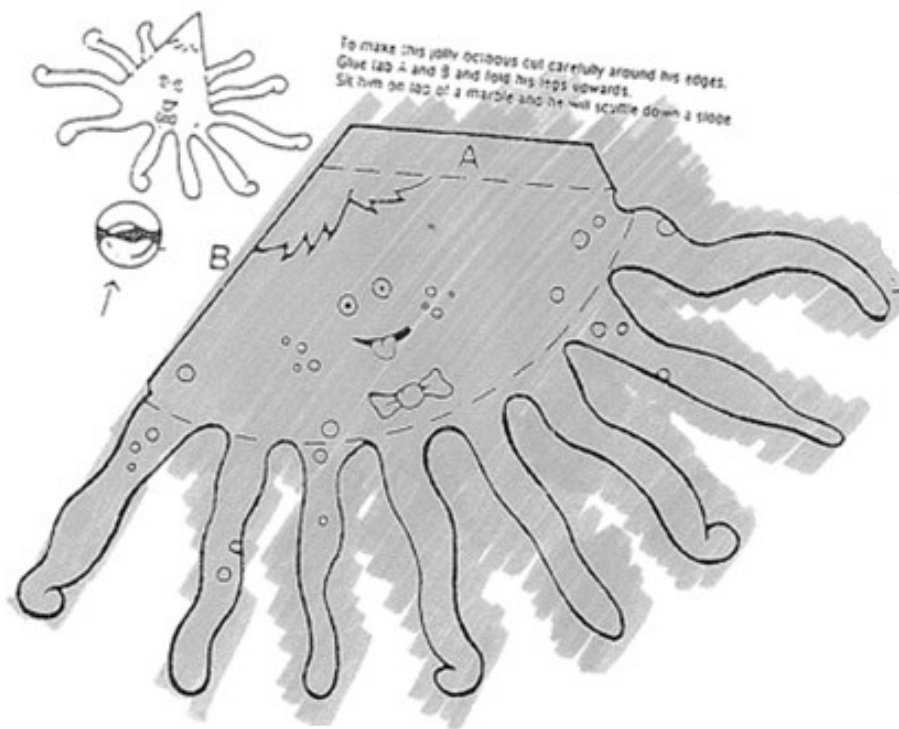
1. **Activity:** Under the Sea

Make an underwater scene. Have a look at these sites for ideas:

Nice and easy fun underwater scene: <http://krokotak.com/2012/06/aplikatsiya-more/>
(not in English but self explanatory)

Fun diorama using paper plates: <http://planetforward.ca/blog/aquarium-paper-plate-diorama-eco-friendly-craft/>

Octopus: using the template, make an octopus and have races. Enlarge the octopus picture and have enough so that each Cub receives a copy. Colour in and cut out. Follow the instructions on the template. Place a marble under the octopus and watch it go!



2. **Handcraft:** Japanese Carp Kite

Quick and easy kite to make: <http://www.freekidscrafts.com/japanese-carp-kite/>

Do you think that a shark has found Wally?

Singing/Play Acting:

1. Singing: Baby Shark

Baby Shark

(shark mouth with hands connected at wrist)

Baby shark, Doh-doh, doh, doh

Baby shark, Doh-doh, doh, doh

Baby shark, Doh-doh, doh, doh

Baby shark

(shark mouth with forearms connected at elbows)

Momma shark, Doh-doh, doh, doh

Momma shark, Doh-doh, doh, doh

Momma shark, Doh-doh, doh, doh

Momma shark

(shark mouth with full arms)

Daddy shark, Doh-doh, doh, doh

Daddy shark, Doh-doh, doh, doh

Daddy shark, Doh-doh, doh, doh

Daddy shark

(same as Daddy, but with fists instead of fingers to look like no teeth)

Grandpa shark, Doh-doh, doh, doh

Grandpa shark, Doh-doh, doh, doh

Grandpa shark, Doh-doh, doh, doh

Grandpa shark

(swimming crawl motion with arms)

Swimmer dude, Doh-doh, doh, doh

Swimmer dude, Doh-doh, doh, doh

Swimmer dude, Doh-doh, doh, doh

Swimmer dude

(hand on top of head like shark fin. Other hand rubbing stomach with hungry look on face)

Hungry shark, Doh-doh, doh, doh

Hungry shark, Doh-doh, doh, doh

Hungry shark, Doh-doh, doh, doh

Hungry shark

(backcrawl swimming motion with arms)

Swam away, Doh-doh, doh, doh

Swam away, Doh-doh, doh, doh

Swam away, Doh-doh, doh, doh

Swam away

(same backcrawl, with very frantic actions)

Swam too slow, Doh-doh, doh, doh

Swam too slow, Doh-doh, doh, doh

Swam too slow, Doh-doh, doh, doh

Swam too slow

(hop on one leg to beat)

Lost a leg, Doh-doh, doh, doh

Lost a leg, Doh-doh, doh, doh

Lost a leg, Doh-doh, doh, doh

Lost a leg

(hand on head like shark fin. Other hand rubs stomach with a very satisfied look on face)

Happy shark, Doh-doh, doh, doh
Happy shark, Doh-doh, doh, doh
Happy shark, Doh-doh, doh, doh
Happy shark

(push cellphone numbers to beat)

Call 9-1-1, Doh-doh, doh, doh
Call 9-1-1, Doh-doh, doh, doh
Call 9-1-1, Doh-doh, doh, doh
Call 9-1-1

(make any dying actions you want. finger across neck, grabbing heart, fainting away,...)

It's too late, Doh-doh, doh, doh
It's too late, Doh-doh, doh, doh
It's too late, Doh-doh, doh, doh
It's too late

(point to your bottom)

That's the end, Doh-doh, doh, doh
That's the end, Doh-doh, doh, doh
That's the end, Doh-doh, doh, doh
That's the end

2. **Playacting:** This is your story ...

Each Six is given a piece of paper with the following written on it "At midnight, our ship sank to the bottom of the ocean and ..."

Cubs are to discuss in Sixes and then act out what happened next and the rest of the Pack must guess.

Advancement covered:

The intention is no advancement is covered as this is a special pack meeting.

However, making a diorama **(Activity)** is part of the Gold Wolf Awareness Challenge: Our Precious Planet.